

1.2.5.0

Release Date

December 9, 2015

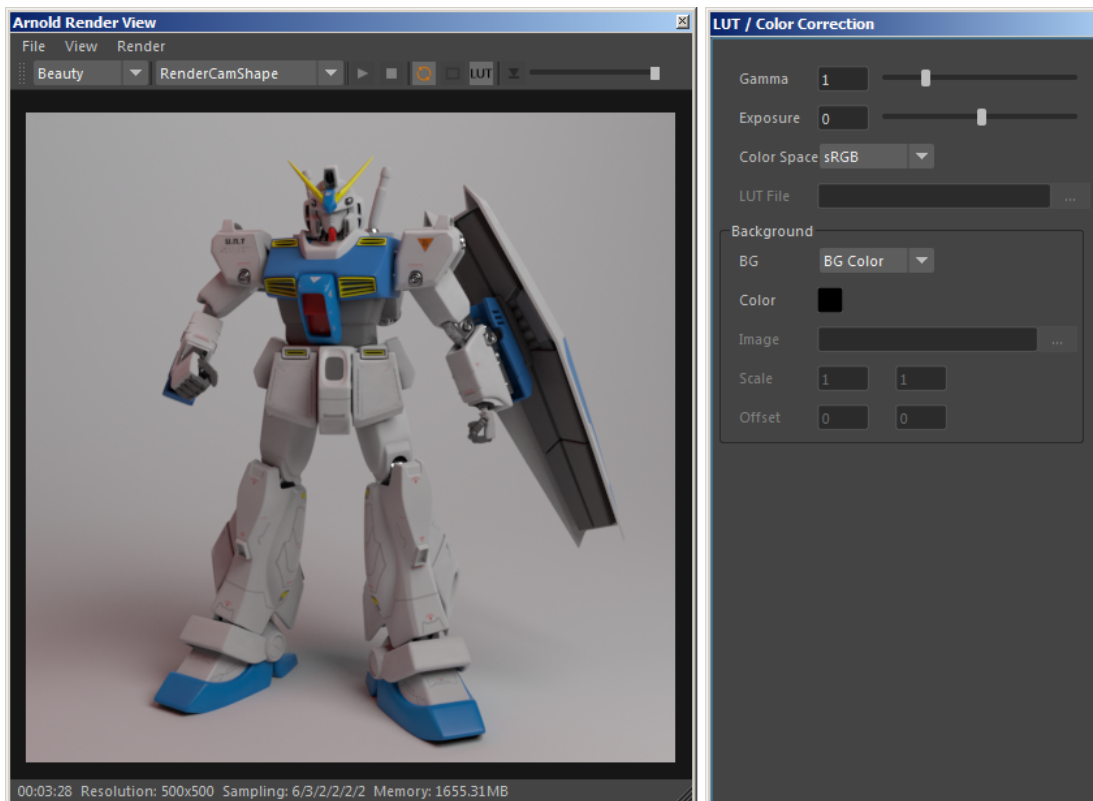
This version uses the Arnold 4.2.11.3 core

DOWNLOADS

- solidangle.com/arnold/download

HIGHLIGHTED NEW FEATURES

We are releasing a beta version of the *Arnold Render View* window. This experimental interactive rendering (IPR) utility is designed to give real-time feedback of any changes made to the scene, while solving several limitations of Maya's native Render View. A long list of artist-friendly features has been added to help with the shading, lighting and look-dev process, improving interactivity and reducing translation / scene refresh time. This Render View can be opened via the Arnold menu *Arnold -> Experimental -> MtoA RenderView*. Please see the support docs page for more information about the Arnold Render View [here](#).



NOTES

- Fixed bug with MayaRemapHSV, that was causing last bucket to hang
- Fixed XGen crash caused by clumping

Ticket	Summary
#2189	XGen procedural build fail on Maya 2014
#2166	Arnold crash with Xgen using clumping.
#2191	Error logged when we call get() on an attribute of type attributeAlias
#2195	'MayaRemapHsv' shader causes last bucket to hang
#2197	'GiVolume Samples' is not in the correct place in the 'defaultArnoldRenderOptions'
#2078	Custom RenderView